WE CLAIM:

1. A method of talk request processing in a do-not-disturb (DnD) capable communication system, the method comprising:

receiving a talk request for a requested communications session involving a user device capable of walkie-talkie-like functionality; and

selectively overriding DnD functionality for the requested communications session as a function of an ignoreDnD attribute for the user device.

2. A method according to claim 1 wherein the user device is a wireless device.

3. A method according to claim 2 wherein the ignoreDnD attribute comprises an ignoreDnD flag, and wherein selectively overriding said DnD functionality is a function of the ignoreDnD flag.

4. A method according to claim 3 wherein the ignoreDnD attribute comprises at least one predetermined ignore reason value, and wherein selectively overriding said DnD functionality is a function of the at least one predetermined ignore reason value.

5. A method according to claim 4, wherein the talk request has a current state associated therewith, the current state being one of a number of possible current states for the talk request, wherein each predetermined ignore reason value represents a corresponding possible current state for the talk request, the method further comprising:

evaluating the ingoreDnD flag to determine whether further ignoreDnD processing is to be performed, and if

evaluating the ignoreDnD flag determines that further ignoreDnD processing is to be performed:

a) determining the current state of the talk request; and

b) for each of the at least one predetermined ignore reason value:

i) comparing the corresponding possible current state with the current state of the talk request;

wherein said DnD functionality is overridden if any corresponding possible current state matches the current state of the talk request.

6. A method according to claim 5 wherein each possible current state of the number of possible current states for the talk request is a priority state of the talk request at the time it was received.

7. A method according to claim 5 wherein the ignoreDnD flag comprises a boolean value, and wherein:

evaluating the ingoreDnD flag comprises identifying the boolean values and comparing the boolean value to a predetermined boolean value indicative of whether further processing is to be performed.

8. A method according to claim 5 wherein the number of possible current states for the talk request comprise at least one of "urgent", and "emergency".

9. A method according to claim 2 further comprising maintaining the ignoreDnD attribute for a plurality of user devices as a function of inputs received from the user devices.

10. A talk request processing system in a do-not-disturb (DnD) capable communication system, the talk request processing system comprising:

a receiver adapted to receive a talk request for a requested communications session involving a user device capable of walkie-talkie-like functionality; and

a network call processing function adapted to selectively override DnD functionality for the requested communications session as a function of an ignoreDnD attribute for the user device.

11. A talk request processing system according to claim 10 wherein the user device is a wireless device.

12. A talk request processing system according to claim 11 wherein the network call function comprises:

a data store adapted to store the ignoreDnD attribute for the user device;

a DnD processing function adapted to provide DnD functionality; and

an ingnoreDnD processing function adapted to override DnD functionality for the requested communications session as a function of the ignoreDnD attribute stored in the data store for the user device.

13. A talk request processing system according to claim 12 wherein the ignoreDnD attribute comprises an ignoreDnD flag and at least one predetermined ignore reason value, and wherein the ignoreDnD processing function selectively overrides said DnD functionality as a function of the ignoreDnD flag and the at least one predetermined ignore reason value.

14. A talk request processing system according to claim 13 wherein the talk request has a current state associated therewith, the current state being one of a number of possible current states for the talk request, wherein each predetermined ignore reason value represents a corresponding possible current state for the talk request, wherein the ignoreDnD processing function:

retrieves the ignoreDnD attribute from the data store; and

evaluates the ingoreDnD flag to determine whether further ignoreDnD processing is to be performed, and if evaluating the ignoreDnD flag determines that further ignoreDnD processing is to be performed:

a) determines the current state of the talk request; and

b) for each of the at least one predetermined ignore reason value:

i) compares the corresponding possible current state with the current state of the talk request;

wherein said DnD functionality is overridden if any corresponding possible current state matches the current state of the talk request.

15. A talk request processing system according to claim 14 wherein each possible current state of the number of possible current states for the talk request is a priority state of the talk request at the time it was received.

16. A talk request processing system according to claim 14 wherein the ignoreDnD flag comprises a boolean value, and wherein:

evaluating the ingoreDnD flag comprises identifying the boolean and comparing the boolean value to a predetermined boolean value indicative of whether further processing is to be performed.

17. A talk request processing system according to claim 16 wherein the number of possible current states for the talk request comprise at least one of "urgent", and "emergency".

18. A talk request processing system according to claim 11 further adapted to maintain the ignoreDnD attribute for each of a plurality of user devices or as a function of inputs from the user devices.

19. A talk request processing system according to claim 11 in the form of a call processing server.

20. A user device capable of walkie-talkie-like functionality for a do-not-disturb (DnD) capable communication system, the user device comprising:

a user interface adapted to accept an external input to modify an ignoreDnD attribute for the user device;

an ignoreDnD attribute request generator responsive to said external input adapted to send a network call processing server a request to update the ignoreDnD attribute of the user device.

21. A user device according to claim 20 wherein the user device is a wireless device.

22. A user device according to claim 21 further comprising:

a user interface display for displaying modifications for the ignoreDnD attribute indicated by the external input.

23. A user device according to claim 22 wherein the user interface is further adapted to accept an external query input to retrieve an ignoreDnD attribute for the user device, the ignore DnD attribute request generator is further adapted to:

(a) send a network call processing server a query to retrieve the ignoreDnD attribute of the user device; and

b) receive a response to said query from the network;

wherein the user interface display is adapted to, in response to the ignoreDnD attribute request generator receiving the response to said query, display the ignoreDnD attribute for the user device.

24. A memory for storing data for access by a talk request processing system, comprising:

a data structure stored in said memory, said data structure being an ignoreDnD attribute comprising at least one predetermined ignore reason value.